

**The following concepts are incorporated in an existing electronic pinball game in order to add new skill features and enhance existing features.**

### **THE PROGRAM**

The program, in conjunction with physical modifications to the pinball game, was developed to modify the subject machine to accept US Dollars, with coin acceptance also being possible. A series of timed dollar bill validator or coin mechanism pulses transfers inserted money amounts to a microprocessor that stores the pulses in memory. The program accesses the memory and displays the pulses as "Paid Credits", a new category. Pulses can be configured to any monetary pulse combination desired, with the most common configuration being \$1.00 equal to 20 credits, with each credit having a value of \$0.05.

In the first version of the program the play of the machine may only be initiated by using "paid credits". Another category, labeled "won credits", was also established to account for any credits won by the player through the play of the machine. Through this process, there is a strict of credits paid and won by the player and limits are placed on what the player can do with each amount. If insufficient "paid credits" remain to begin play, more money must be inserted to begin play, even if sufficient "won credits" are available. "Won credits" must be used to play additional balls within a game prior to being able to use any "paid credits" for this purpose. Remaining "won credits" are electronically transferred to a ticket dispenser or printer at the player's option when play is complete.

The second version of the program works as described above, but combines both "paid credits" and "won credits" into a new category labeled "credits". This allows the Machine to start a new game if sufficient "credits" remain, regardless of whether such credits are paid for or have been won. The player has the option of electronically transferring the "credits" to the ticket dispenser or printer when play is complete.

### **THE MACHINE**

The machine has been adapted to accommodate electro mechanical flippers that players may use to alter the course of the balls on the playfield of the game. Additionally, the cabinet of the machine has been altered to include a metal cabinet to house the dollar bill acceptor as well as the printer or ticket dispenser, which have both been wired into the machine's hardware.

### **THE DISPLAY**

The "back glass" of the machine has been altered to reflect the two (2) versions of the Program, with the first version having "paid credits" and "won credits" with the second version having only "credits".